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TIFFANY STAR

An Official
HIWG Publication

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TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

Travellers' Digest changing its name as of issue 22

As of issue 22, the Travellers' Digest is changing its name to the MegaTraveller JOURNAL. Along with the name change, we are bringing the magazine's content back to 100% Traveller. Given the recent upsurge in Traveller interest, we feel the better marketing approach is to concentrate on the clear leader rather than dilute the magazine's content with "other" games.

When the Travellers' Digest issue 21 comes out this fall, the four characters will have reached the end on their grand tour of the Imperium, and Digest Group Publications will have accomplished what we set out to do five years ago in our proposal to Marc Miller: publish a single 21-issue adventure campaign covering the entire Imperium and encountering all the major races called the Travellers' Digest.

Discussions have been going on here at DGP about just what to do after issue 21 has come out. For various reasons, we have decided we would like to call back to the glory days of GDW's old Journal of the Travellers' Aid Society, and to that end we want to give our Travellers' Digest a complete content and format enhancement with issue 22. Plus, we would like to adopt a new name for our enhanced magazine that is inspired by the original but now defunct Journal of the Travellers' Aid Society.

Several of the changes to be made in the magazine's internal format are inspired by what we consider was the best of the old Journal. Our most popular old columns will still be there, plus some old favorites from the original Journal, and there will be some new things too.

We're excited about this change, and are looking forward to once again referring to the premier Traveller magazine as the JOURNAL.

We need more small pieces than product proposals

Many of you may be overlooking a lucrative niche for seeing your work make it into print and making your Traveller habit pay its way somewhat.

We have never have enough 2,000-3,000 word pieces on hand for printing in the Travellers' Digest Magazine. We

5/10/90

are interested in most any topic. Just look through our magazine, think of something you are interested in, and write it up. We'd love to see lots more small piece submissions. If you think about it, you'll realize we print a lot more small articles than we print in products. In terms of sheer numbers, your chances of getting published are much greater if you don't take the grandiose approach, but just send us lots of small stuff.

So here's your chance -- get busy and send in your articles.

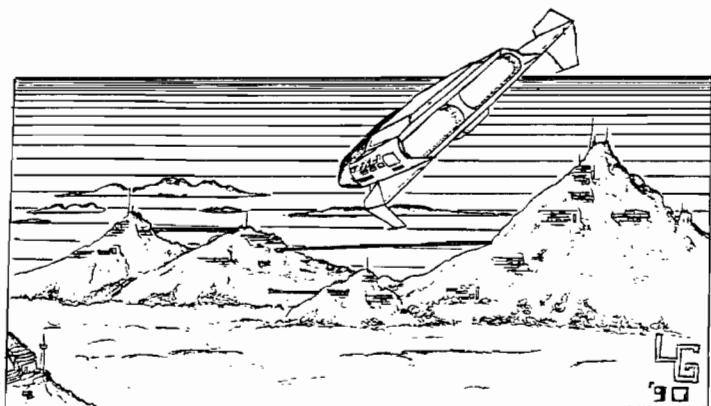
MANHUNT

Volume 1 of the Onnesium Quest Trilogy

Onnesium-118, the rarest and most valuable substance in the galaxy. Legends tell of a fabled asteroid belt, known only as the Victory Belt, loaded with onnesium-laden asteroids. Asteroid miners have searched for centuries for the fabled Victory Belt -- and one man recently claimed to have discovered the location of such a fantastic belt. Few believed him. Curiously, this man has disappeared. Where has he gone? Can he be found, and is his story true? The only way to find out is to begin the MANHUNT!

It's volume 1 of the Onnesium Quest Trilogy, by Phillip Athans. Look for it in the May-June timeframe.

--Joe D. Fugate Sr.
Digest Group Publications



**DESIGNING NUGGET-
ORIENTED ADVENTURES**
by Joe D. Fugate, Sr.

4/20/90

Designing a good nugget-oriented adventure is quite a bit different than doing an ordinary story-oriented adventure. Before getting into the nuts-and-bolts details of designing nugget adventures, let's briefly review how nugget adventures differ from the older story-style presentation.

NUGGETS VERSUS A STORY When writing either a nugget or a story style presentation, you layout the flow of events (that is, *the plot*) based upon certain assumptions. Nugget presentation uses different assumptions than does story presentation.

Story presentation assumes sequence is all-important. The events have to happen in the specified order, or forget it. This contains the referee presenting the adventure, because she must now try to control the sequence, and thus the PCs, to keep them from "going there before they should." A talented referee can adapt to this situation by altering the setting on-the-fly so the premature visit doesn't spoil the adventure. Other less creative referees (which includes most of us) will try to force the PCs into changing their mind by putting obstacles in their way, or worse, by simply dictating that their actions are not following the script and telling them "you can't do that." At this point, most PCs feel like they are being manipulated, and they resent it.

Because story presentation is so closely tied to things happening in a proper sequence, a second, related phenomenon occurs -- the PCs decide to go or do something that's not part of the story. At this point, most referees panic. *Uh oh! This isn't part of the story!*

Nugget presentation assumes setting is of primary importance, and that sequence is secondary. PCs are free to roam about their imaginary world, seldom aware that they need to "follow a script." This, after all, is what sets a roleplaying game apart from just reading a novel. It is the job of a good writer of a roleplaying adventure to provide the referee with the material she needs to make her job as easy as possible -- and her job is to present an imaginary world to the PCs. Nuggets, when properly used, meet that need significantly better than a story presentation does.

DOING A NUGGET ADVENTURE:

To do a good job of presenting an imaginary world for the referee to present to the PCs, follow these guidelines when writing nugget adventures:

1. Aim to detail everything to the same *minimum* level of detail -- both the important things, and the unimportant things. Avoid superdetailing one thing to the exclusion of other similar things.

2. Identify the key events that have to occur for the "plot line" to work and write them up as "key nuggets." If possible, make those key nuggets non-sequential -- although many times, sequence is unavoidable. Further, if at all possible, write the key nuggets so the specific location doesn't matter. (That is, the nugget could be "in some city on the world, but the specific location doesn't matter.")

3. Write random event nuggets for other things the players may visit, experience, or discover. Give the referee random event nuggets to cover several possibilities, plus indicate when and where these random nuggets might be available as options to the PCs. If possible, avoid making random nuggets location-specific. (For instance, "this random nugget must take place in a swamp" -- which qualifies as non-location specific, since it doesn't say what swamp on what world.)

4. Try to include at least one red-herring nugget in

each scenario. Ideally, carry the action set enough that the referee can either: 1) "loop-around" back into intended plot line, or 2) the PCs this route is a "dead end."

5. Try to include several rumors (presented in patrons style, with one "headline" and 6 possible detailed stories), some of which may prove useful later in the adventure, and others that will not.

6. As you are writing a nugget, ask yourself the question: "What if the PCs don't do this?" If possible, provide the referee with alternate-path nuggets that still fulfill the plot line, or provide the referee with some random event nuggets that compel the PCs to go back to the plot line.

7. Try to present background information through a nugget event rather than just giving the referee a dry essay and leaving it up to her to figure out how best to present it to the players. Even so-called library data can be made more exciting if written as an event nugget if you use your imagination a bit. ("You are standing in line at a starport fast-food counter when a vidcom program about the history of this world catches your attention...")

Writing these types of adventures is more challenging than just writing a story, but it's not **that** much harder. But therein lies the unique art of writing adventures versus writing novels. Adventure writing takes more advance planning on the part of a writer. But taking the time to plan will result in a well-written nugget adventure that will automatically be more challenging for the PCs to play -- yet be vastly easier for the referee to present. Plus, a careful adventure writer will demand playtesting be done in order to find where the PCs don't want to follow their script.

As a useful by-product, well-written nugget adventures contain lots of reusable background material presented in nugget event form. Story adventures tend to be very specialized one-shot deals. Traditionally, adventure modules always experience poorer sales than do background-oriented products. It is our contention that the traditional story presentation is largely to blame for the poor sales performance of adventures. We believe proper nugget organization of MegaTraveller adventure products will lead to significantly better sales performance, and for this reason we insist on all our writers adopting a properly organized nugget presentation for all adventure submissions to us (or to GDW, for that matter).

Even a 5-page adventure for a magazine should follow this format: write a couple of key nuggets that have to occur to fulfill the plot, then fill out the rest of the adventure with related alternate-path nuggets, red-herring nuggets, rumor nuggets, and random event nuggets.

NEW HIWG DOCUMENTS

Order Number: HD-44.02 Economic Survey Data by Tim Koors. Two types of tables for each sector with known UWPs. The Economic table lists for each subsector the number of systems, number of urban places, the population, the Gross Product, and type A and B shipbuilding capacities. A summary table of all the sectors is also given. The second table lists for each sector, the number of planets and population for each tech level from 0 to 17. Order paper from Ed Edwards.

Order Number: HD-6402 Anaxias System Survey by William Carey. This includes system history and data, other worlds, star system data, physical data, cultural profile, technology profile, government, Anaxias defense force, and world map. Order from Mike Mikesh.

Order Number: HD-6403 Delphi Sector Analysis by William Carey. Includes astrogaphy, history, corporate interests, fleet formations, Curator Corps operations in Delphi, robots in Delphi Sector, the Magash Ush Khasiim, Delphi Sector Maps of the Rebellion.

DATA COORDINATOR

by Bryan J. Borich

From the I/O stream:

I'm the Data Coordinator. Of course many of you are wondering what a Data Coordinator is, what does he do, can he do something for me?

At this time there's more than one thing that I do.

The first part of the job is to try and provide all HIWG Docs on disk. Sending HIWG material on disk is more efficient than sending it via paper mail. It's less costly, overall, especially for new HIWGer's and it provides for using your computer (or one you have access to) to more effectively search through the material for items pertinent to your interest.

The second part is try to make the material across as many computer platforms as possible for as low of a price as possible (I'm not in this to get rich, maybe break even, but I'm not worried about that yet). To date I have managed to make the following platforms available:

IBM	Myself
Amiga	Scott Olson
Atari	Peter Hircock
MAC	Scott Streibich

I might even be able to do Apple and Commodore in the foreseeable future [but this is still up in the air].

[Note: Not all material is available on the MAC so far, since we lost our ability to transfer from IBM to MAC capability, but this is being worked on].

The third part is that I can also provide paper copies, nicely printed and usually of fewer pages [one of the advantages of having a laser printer and a couple of fonts readable at smaller sizes]. I can usually halve the number of pages that an article is in size. [NOTE: QE's, this is what I can do for you, if you provide the material in disk form, otherwise you need to wait till I get around to retyping it, a tiresome task, the only reason for me to get a paper copy with the disk is to note special formatting and the artwork]

Now what I need is for more people to submit their documents in machine readable form to the appropriate coordinator, if that's possible, since it's much easier than my retyping it and much faster.

Currently, we cannot transfer artwork, however this might change as I know of three HIWGer's that have digitizers and or have access to them. If this works out okay, we can then also provide the artwork that goes with the articles in some cases.

[P.S. PLEASE START MAKING YOUR HIWG MATERIAL AVAILABLE VIA COMPUTER WHERE POSSIBLE, !!!!!THANKS!!!!].

[P.P.S. THIS DOES NOT MEAN THAT HIWG IS IGNORING THOSE WHO CAN ONLY HANDLE PAPER, IT'S JUST TRYING TO MAKE COMMUNICATION FASTER AND EASIER]



ENHANCEMENTS TO TRADE AND COMMERCE RULES

by Joe D. Fugate, Sr.

4/14/90

Here are some rules enhancements I'm putting in the "Trading Nuggets" chapter of GDW's upcoming product, Knightfall. Just a little sneak preview -- and a bonus for being a MegaTraveller gamer who frequents GENIE.

Since much of the early part of Knightfall deals with interstellar trade and commerce, the following optional additions to the Trade and Commerce rules are recommended. These additions provide an interesting new depth to interstellar speculation, enhancing the players' enjoyment.

Add to Step 3, Tech Level Effects (page 53 of the Referee's Manual): If the item being sold is a:

- o natural resource, ignore the tech level effects
- o processed resource, use tech level effects as given
- o manufactured hardware, always use tech level difference as a minus (-)
- o manufactured non-hardware, use tech level effects as given
- o information, use tech level effects as is
- o novelty, always use tech level difference as a plus (+)

RATIONALE

The basic MegaTraveller rules do not vary the tech level effects for different types of items. For those who are interested, here is how the above additional guidelines were arrived at:

Natural Resources: Tech Level doesn't have relevance when considering the price of raw natural resources. Differentiating between a tech level 5 rock and a tech level 15 rock makes little sense. So just ignore tech level.

Processed Resources: Tech level makes a big difference on the quality and desirability of processed resources. Tech level 15 aluminum is likely to be of a much higher quality than tech level 5 aluminum. So use the tech level effects as given.

Manufactured Resources: Manufactured resources are a mixed bag. If the resource is hardware (such as electronic equipment), matching the hardware tech level to the selling world's tech level will fetch the highest price. If the hardware is of too low a tech level, a product's quality and function will be less desirable to the locals -- but if the tech level is too high, simple maintenance and understanding function becomes a problem, again lowering the desirability of the product on the local market. So the tech level of hardware you want to sell should match the local world tech level to fetch the highest price. Non-hardware (like spices or pharmaceuticals) are more like processed resources, however. Tech level 15 pharmaceuticals are likely to be of a much higher quality than tech level 5 pharmaceuticals, thus use the tech level effects as given for non-hardware manufactured goods.

Information Resources: High tech information is generally more robust and detailed, thus more valuable, so use the tech level effects as given.

Novelty Resources: Novelty resources generally work like manufactured hardware in reverse -- that is, the greater the difference in tech level, the more valuable the item. A tech 15 souvenir is likely worth a lot more on a tech 5 world than on another tech 15 world. Likewise, a tech 5 souvenir is probably worth more on a tech 15 world than on another tech 5 world. Therefore, always use the difference in tech levels as a plus.

So give these enhancements a try in your next gaming session. Any comments would be appreciated.

--Joe D. Fugate, Sr.
Digest Group Publications

Doc #	Title	Author	Size	Date
005.01	Allegiance Codes	John Meyers	11,200	01/90
1104	Corrections to Rebellion Sourcebook	Clay Bush	7,451	01/90
122.01	Solomani Society 1.0	Pete Cellola	49,383	01/90
122.02	Early Terran colonization efforts		18,564	
122.03	The Rule of Man and The Long Night		21,159	
122.04	Solomani contact with the 3rd Imperium		10,754	
122.05	Sol Military/Physiology/Corporations		60,833	
1701	First Thoughts on Ship Design w. Addenda	Clay Bush	8,948	01/90
3103	Vangr Attacks on Corridor	David Reddell	9,335	01/90
3104	Duke Rehman in the Rebellion		7,444	
3105	Four personalities of Corridor		10,353	
3106	What is Corridor Sector all about?		9,585	
3107	The Corridor Chronicles		5,013	
3108	The History of the Imperial Mid-rift Stations		10,862	
3109	Whatever happened to Admiral Marsh		7,623	
3111	Corridor Timeline section 2		9,233	
3201	Vland Astrography	Clay Bush	11,971	01/90
40.01	Dirty Deeds of the Rebellion	Gary Affeldt	4,345	01/90
4103	Power Delineations in the Illeish Sector	Russ Fountain	7,162	01/90
4201	Initial Sector Analysis - Zarushagar Sector	Greg Videll	28,321	01/90
4203	Corporate Zarushagar		11,087	01/90
44.01	Econ: Income and Shipbuilding capability	Tim Koors	70,442	01/90
44.02	Econ: Per capita paper		27,718	
52.01	Ancients	Clay Bush	35,794	
96.01	Aslan ships from Traveller	Bryan Borich	7,736	
7401	Alpha Crucis Sector	James Ujicik	13,861	01/90
A001	The Way of Antarian Liberation	Charles Kimball	11,883	01/90
AS01	Yerlyaruwoka Character Profile	Alan Hopkins	2,726	01/90
L001	Lucan's Lieutenants	Gary Affeldt	28,331	01/90
R001	Ziru Sirka Timeline v2.0	Clay Bush	12,565	01/90
R002	Vilani Culture: Working Notes		17,093	
R004	Ziru Sirka: The Restored Vilani Empire		4,894	

Sector Name	Size	Date	Sector Name	Size	Date
Alpha Crucis	33,168	01/90	Ley	26,314	01/90
Amdukan (Mikesh)	29,302	01/90	Lishun	40,877	01/90
Antares	37,575	01/90	Massalia	31,345	01/90
Core	36,949	01/90	Mendan (Mikesh)	31,534	01/90
Corridor	18,267	01/90	Meshan (Mikesh)	29,330	01/90
Dagudashaag	37,945	01/90	Old Expanses	29,100	01/90
Daibei	30,769	01/90	Reavers Deep	22,118	01/90
Delphi	23,590	01/90	Reft	8,829	01/90
Deneb	25,995	01/90	Rift Span	7,832	01/90
Diaspora	30,941	01/90	Solomani	27,191	01/90
Empty Quarter	21,374	01/90	Spica	30,691	01/90
Fornost	35,089	01/90	Spinward	29,461	01/90
Glimmerdrift	23,964	01/90	Trojan	26,555	01/90
Gushmege	36,253	01/90	Verge	16,294	01/90
Hinterlands	29,846	01/90	Vland	34,033	01/90

Class Name	TL	Description	Author	Size	Date
-ATL	14	Zhadani Strike Cruiser	William Lubelski	8,714	01/90
AekNaz	11	Battle Cruiser	Clay Bush	1,717	02/90
Argon	13	Free Trader	Scott Olson	1,590	01/90
Anriekel	15	Battle Rider	Scott Olson	2,420	01/90
Azhamti	14	Frontier Cruiser	Clay Bush	1,940	01/90
Cheetah	15	Raider Cruiser	Scott Olson	2,396	01/90
Derfflinger	15	Battle Cruiser	Scott Olson	6,426	01/90
Dirgushoag	15	Armored Cruiser	Scott Olson	2,330	01/90
Dorbeko	14	(AT) Multi-kiloton Transport	Clay Bush	1,932	01/90
Dragon	15	SDB	Scott Olson	2,044	01/90
FK-1509	15	Fleet Courier	Scott Olson	1,753	01/90
FL-1597	15	Light Fighter (two versions)	Scott Olson	1,527	01/90
FS-1521	15	Strike Fighter	Scott Olson	1,725	01/90
FS-1521a	15	Strike Fighter (Coacc Variant)	Scott Olson	1,958	01/90
FY-1503	15	Fleet Cutter	Scott Olson	1,499	01/90
Foghoks	11	Heavy Cruiser	Clay Bush	1,612	01/90
Girkamdi	15	Strike Destroyer	Scott Olson	2,633	01/90
Hachiman	15	Strike Cruiser	Scott Olson	2,522	01/90
Inkaalur	14	{D2} Dreadnought	Clay Bush	2,016	01/90
Karbara	14	(AT) Transport	Clay Bush	1,628	01/90
Kemdishkur	13	Small Merchant	Scott Olson	1,665	01/90
Khanshek	13	Provincial Liner	Scott Olson	1,752	01/90
Khula	11	Battlecruiser	Clay Bush	4,215	01/90
Khyron	21	Battleship	William Lubelski	9,376	01/90
Kilian Daganstur	15	SDB	Scott Olson	2,336	01/90
Limudsa	13	Small Merchant	Scott Olson	1,745	01/90
Modronia	15	SDB	Scott Olson	2,370	01/90
Necromancer	15	Battle Tender	Scott Olson	2,632	01/90
Orca	15	Fleet Destroyer	Scott Olson	2,037	01/90
Paladin	13	Battleship	Scott Olson	3,163	02/90
Plankwell	15	Battleship	Scott Olson	2,659	01/90
Regal	14	Battle Cruiser	Clay Bush	2,013	01/90
Sylea	15	Battleship	Clay Bush	2,622	01/90
Tisbe	14	(AT) Transport	Clay Bush	1,574	01/90
Tisingaboo	15	Strike Carrier	Scott Olson	2,784	01/90
Valkyne	21	Hi Tek Fighter	William Lubelski	6,001	01/90
Vlostebr	14	Zhadani Heavy Fighter	William Lubelski	5,350	01/90
Van Trask	15	Light Cruiser	Scott Olson	2,233	01/90
Weasel	15	Raider Cruiser	Scott Olson	2,226	01/90
World	14	Battle Tender	Clay Bush	2,082	01/90
WY-1506	15	Fleet Shuttle	Scott Olson	1,667	01/90
Zhimaway	14	Battle Rider	Clay Bush	1,919	01/90
Zuunkile	13	Subsidized Merchant	Scott Olson	1,668	01/90
Vehicle Design	TL	Description	Author	Size	Date
Dodge City	8	Jet Fighter	Terry McInnes	1,311	01/90
El Toro	8	Jet Heavy Transport Helicopter	Terry McInnes	1,769	01/90
Fulda	8	Jet Transport Helicopter	Terry McInnes	1,301	01/90
Phoenix	8	Jet Helicopter Gunship	Terry McInnes	1,320	01/90
Rio De Janeiro	5	Rigid Airship	Terry McInnes	1,391	01/90
San Antonio	13	Grav Fighter	Terry McInnes	1,247	01/90

AAB Newsletter	Size	Date	Starport Newsletter	Size	Date
AAB #1	12,385	01/90	0D00	1,157	01/90
AAB #2	15,159	01/90	0D02	9,476	01/90
AAB #3	12,144	01/90	0D03	8,568	01/90
AAB #4	1,689	01/90	0D04	2,998	01/90
AAB #6	17,300	01/90	0D05	8,181	01/90
AAB #7	25,742	01/90	0D06	5,169	01/90
			0D07	5,853	01/90
			0D08	7,400	01/90
			0D80	7,327	01/90
					01/90

DGP & GDW DOCS				
World Builder's Handbook Index	11,119	01/90		
COACC Errata	7,114	01/90		

Doc #	Title	Author	Size	Date
Asianmap.exe & .pas	A Q&D program that helps change a regular sector into an Asian sector. Here just as an example.	Bryan Borich	about 18k	01/90
Cooper.dat	List of Magazines/Companies relating to Traveller/Megatraveller	Starport Group	19,770	01/90
DESCRIBE.bas, DESCRIBE.exe	Program to describe planets within a sector	Starport Group	5868 & 28464	01/90
EQUIPM.dat	Database of Equipment	Starport Group	100,826	01/90
Finder	A set of 'C' language Source code programs to be used for searching data files generated by the Starport group	Starport Group	about 5k	01/90
IBMBEST.exe	Bestiary generation program	Bill Hezelton	62,464	01/90
MAGS01.dat, MAGS02.dat	Database of subjects from articles in the JOURNAL	Starport Group	14888 & 14283	01/90
MATCH.BAS, MATCH.EXE	Program to match planets within a sector	Starport Group	3283 & 39758	01/90
NPC.bas, NPC.dat, NPC.exe	Generates characterization for NPCs using playing card method	Starport Group	1,828 & 3,437 & 37,154	01/90
Space Combat Starship	Space Combat program for Traveller Ship design program for Traveller	Tim Koors	18,857 26,173	01/90
STRINGS.hd	Planetary Code List	Starport Group	7,253	01/90
TASKS.dat	Data file containing most published tasks	Starport Group	88,521	01/90
TL11 TL13 TL15	Ship design worksheets for Lotus or Lotus compatible spreadsheet programs. Beta versions.	Clay Bush	about 35k each	01/90
UWP (consisting of UWP.DOC, UWP.EXE, UWPSC.BAS)	This program takes the UPP code and translates it into understandable English. Written in QB4.5	Bill Hezelton	1,920, 48,410, 14,167	01/90
UWPGEN.exe & .pas	Generates Main Worlds for Traveller. Written in TP4.0	Vaclav Ujcik	12,512 & 14,359	01/90

NOTE: These files require the 'C' language software to access them, although they are in standard text format. The 'Finder' program provides the method to access the file.

NOTE: These are just working versions of the sectors, they are not complete, nor necessarily accurate.

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